

## Droideka

Tags: DARK SIDE, Droid, Separatist, Tank

A fast tank that relies on bonus protection to taunt.

Archetypes: Medium speed, low health, medium damage, high protection.

### Basic

Deal physical damage to target enemy and inflict Evasion Down for 2 turns. If this attack is evaded, or the target already has Evasion Down, attack again and inflict Speed Down for 2 turns. If the target already has Speed Down, attack again and inflict Daze for 1 turn. If the target already has Daze, attack again and if all 4 of these attacks hit, reset all of Droideka's cooldowns.

### Special 1

Cooldown: 3

Gain bonus protection equal to Droideka's max protection for the rest of the encounter. While Droideka has bonus protection, the cooldown for this ability is set to max and can't be reduced.

### Special 2

Cooldown: 4

Deal special damage to target enemy and inflict Daze for 2 turns. If Droideka has bonus protection, it immediately uses its Basic ability. Droideka gains Critical Hit Immunity for 2 turns.

### Unique 1

While Droideka has bonus protection, it Taunts and has +100% Defense. While Droideka isn't taunting, it has +50% counter chance and +30% Offense. Droideka can't gain Protection Up from any source other than itself.

### Unique 2

While Droideka has protection, it is immune to massive damage and instant death abilities (except by raid bosses). Any damage that would ignore Droideka's protection, doesn't (except by raid bosses). Any healing ability that affects Droideka instead recovers its protection.